GATE 1 PRESENTATIONS:

Working Title: LEGO Planes Reference No:

Project Type: Construction / Education

B.O.B.B

- Build your own planes
- Brings FUN back to flight simulation
- Learn from the Squadron Leader all about why a plane flies... or doesn't!
- Grow your aeroplane company by building the best stunt-plane.

Project Description:

Fly System planes or the new LEGO Planes around a garden offering opportunities for micro machine humour. The schene begins with a barnstorming minifig Squadron Leader, who wants you to help him win the minifig air championship. He has a 'hangar' full of prebuilt planes but you can also assemble your own from the parts around the hangar or those that you win for doing well in the challenges. As for understanding what makes a good plane, the Squadron Leader will help explain how it all should work, why a plane flies, and take you up for some lessons.

Chuck Glider Design

The chuck gliders offer the more the opportunity of a real design environment. The chuck gliders differ from the wacky System planes by using an accurate flight model where your design skills truly affect the aircraft.

Challenges

Pylon Racing:

Each competitor has a streamer flying from their tail, and must 'trim' the opponents without losing theirs. This is be combined with a 'Pylon race' through a rockery 'canyon', with pylons made from a washing line pole and a tree (or perhaps a human!).

Relay Racing:

The object is to ferry the LEGO mail as fast as possible between three sytem airports.

Aerobatic Contests:

The judge will tell you which stunts to perform, and they must be done in the right order as accurately as you can. Extra points are given for style, low-flying and time spent upside down. This may be combined with hitting the correct wind chimes on the pergola.

Race Power Ups, Penalties and Bonuses.

Features include bursting soap bubbles or balloons, missing flying bugs, avoiding the fountain, going under 'table bridges', and through a corrugated iron, compost heap 'tunnel' . Power ups include tailwinds and the ability to place a miniig sized storm cloud over your opponents plane.

The Challenges of Chuck Gliders

Care will be needed to make these 'real' gliders fit well alongside the fantasy aspect of flying system models and in incorporating their Technic figures in the same world as the System Minifigs.

Racing the chuck gliders may require they gain motive power (rubber band, Co2 or compressed air engines) but play materials could offer such a fuselage. Some events such as the acrobatic contest lend themselves well to completing all the manoeuvres before you reach the ground. In these cases Upper window launches, catapults, or even aerotows from system planes could give the glider its initial height.

Target Market

Boys 6+ or older dependent on implementation

Product Range

Planes can offer both a Game and Constructive Environment

ESP's

- **Simple** Flight simulation
- Emphasis on Stunt flying
- Crazy LEGO minifig pilots in a garden air show!
- Incorporates LEGO Planes
- Allows you to design your own planes with true flight physics

Competitors Analysis / State of Market

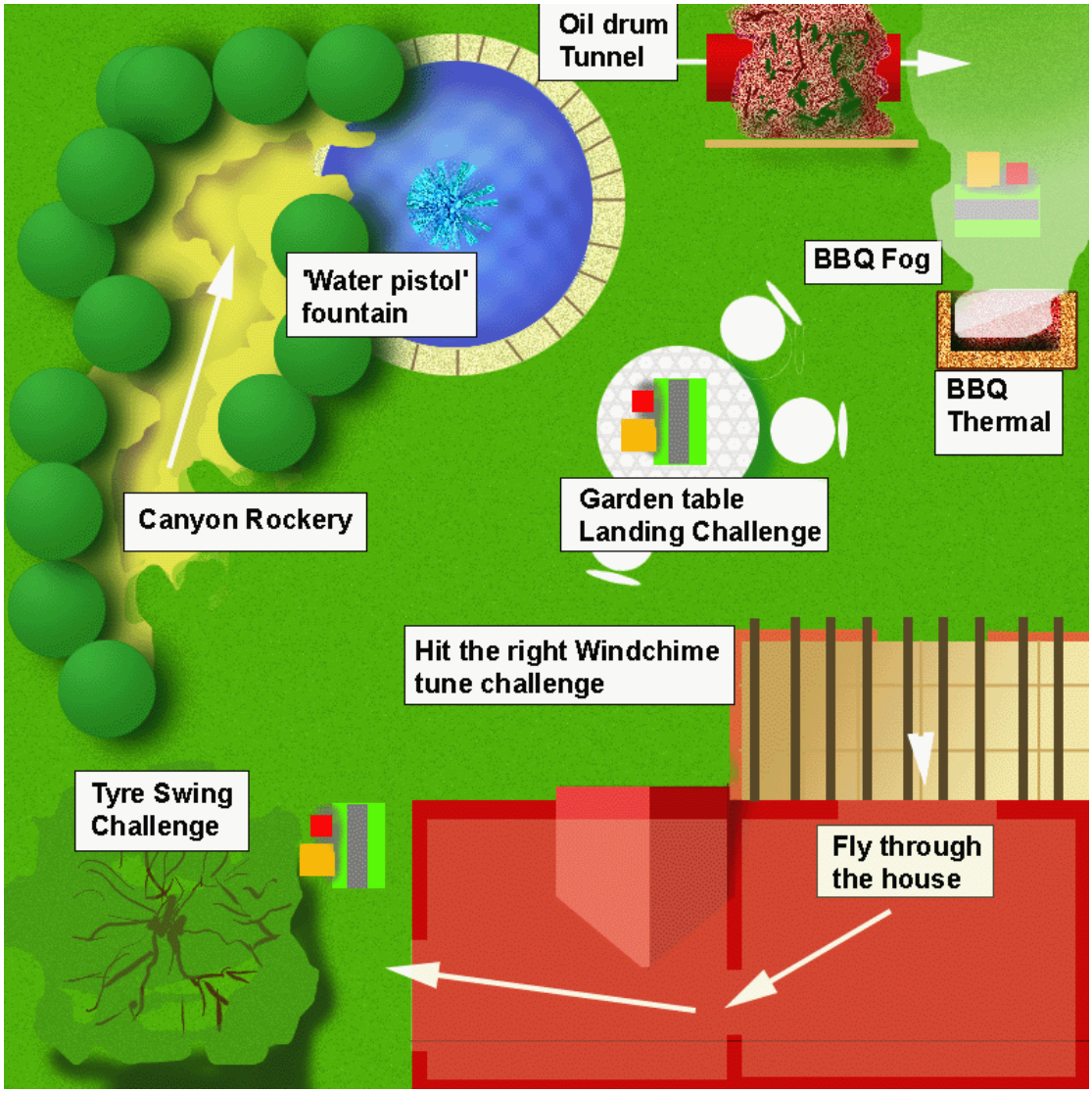
- Plane Crazy, Stunt Island
- Diddy Kong Racing (N64) , Pilot Wings (N64)

Target Platforms

PC, PSXII

Comments:

Concept Artwork


Oil drum
Tunnel
'Water pistol'
fountain
BBQ Fog
BBQ
Thermal
Canyon Rockery
Garden table
Landing Challenge
Hit the right Windchime
tune challenge
Tyre Swing
Challenge
Fly through
the house